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Amendments to the Claims

1. (original) A camera user interface assembly comprising:
a video capture selector having at least a first operating state in which said camera captures image data at a first rate and a second user selectable operating state in which said camera captures image data at a second rate different from said first rate;
said selector being switchable between said first and second states during continuous image data capture.

2. (original) The assembly of claim 1 wherein said selector is relatively progressively actuatable.

3. (original) The assembly of claim 2 wherein said selector operates through variation of at least one operating parameter, said at least one operating parameter comprising at least one of:
switching time, force magnitude, displacement speed, amount of displacement, number of closed contacts, azimuth position and potentiometer resistance.

4. (original) The assembly of claim 1 wherein said selector operates through variation of at least one operating parameter, said at least one operating parameter comprising at least one of:
force magnitude, displacement speed and number of closed contacts.

5. (original) The assembly of claim 1 wherein said selector operates through variation of the operating parameter comprising force magnitude.

6. (original) The assembly of claim 1 and further comprising:
feedback of selection of said first rate or said second rate.

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7. (original) The assembly of claim 6 wherein said feedback comprises at least one of:

audio notification and visual notification.

Claims 8-12 (canceled)

13. (original) A method of creating and displaying video of an object comprising:

imaging said object on a photodetector array;

in response to a first user input applied to a variable-frame-rate-trigger:

- generating a first image data set representative of said object;

- then waiting a first period of time, then generating a second image data set representative of said object immediately after said first period of time;

in response to a second user input applied to said variable-frame-rate-trigger, wherein said second user input is different then said first user input:

- generating a third image data set representative of said object;

- then waiting a second period of time, then generating a fourth image data set representative of said object immediately after said second period of time, wherein said second period of time is different than said first period of time;

streaming at least said first image data set, said second image data set, and streaming said third image data set and said fourth image data set.

14. (original) A method of capturing image data with a camera comprising:

determining a frame rate for future image capture based upon a user input provided while the camera is simultaneously capturing image data;

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then capturing further image data at said determined frame rate; and storing said captured image data.

15. (original) A camera user interface comprising:
means for capturing frames at a frame rate;
means for selectively varying said frame rate while capturing said frames; and
means for storing said captured frames.

16. (original) The camera user interface of claim 15 and further comprising:
means for notifying of said frame rate.

17. (canceled)

18. (new) A method of operating a camera, said method comprising:
causing said camera to initiate image data acquisition by actuating a switch located on the exterior of said camera;
causing said camera to vary the frame rate at which image data is acquired by selectively operating said switch.

19. (new) The method of claim 18 wherein said causing said camera to vary the frame rate at which image data is acquired occurs while said camera is acquiring image data.

20. (new) The method of claim 18 and further comprising:
causing said camera to stop image data acquisition by discontinuing actuation of said switch.

21. (new) The method of claim 18 wherein said selectively operating

said switch comprises applying a varying force to said switch.

22. (new) The method of claim 21 and further wherein:

increasing the level of force applied to said switch causes said frame rate to increase.

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